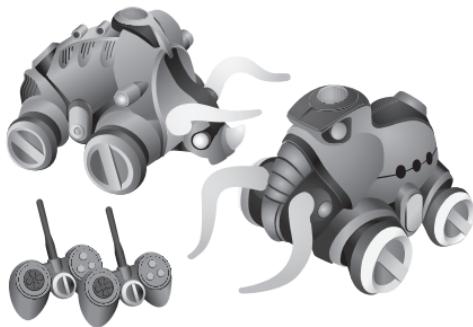


THE
SHARPER
IMAGE®

Battle Beasts
Dueling Robotic Animals

SC050 Instructions



For ages 8 and older.

Read and save these instructions.

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Warnings

- Do not mix old and new batteries.
- Do not mix Alkaline, Standard (Carbon-Zinc) or Rechargeable (Nickel-Cadmium).
- Only use batteries of the same or equivalent type as recommended.
- Nonrechargeable batteries should not be recharged.
- Rechargeable batteries should be removed from the toy before recharging them.
- Rechargeable batteries are only to be recharged under adult supervision.
- The supply terminals are not to be short-circuited.
- Batteries are to be inserted observing proper polarities.
- Install or exchange batteries under adult supervision.
- Remove exhausted batteries from the toy immediately.
- Do not place exhausted batteries into a fire. They will leak or explode.
- Do not point LEDs directly at eyes.
- Do not hit anyone with the toys.

Introduction

Each of the Battle Beasts has a sophisticated remote that features dual command buttons and an eight-movement direction pad. The blue Beast is designed in the image of a triceratops. The red Beast evokes the brutish image of a fighting wooly mammoth. Fire infrared laser weapons for long-distance combat, then engage the horn to intimidate your opponent. One on-target blast of the cannon disables your opponent for a full two seconds. LEDs indicate each creature's battle strength. Built-in speakers play each creature's battle anthem and the sounds of fighting fury. Sure-grip rubber tires go virtually everywhere.

Battery Requirements

Each animal runs on 3 AA batteries (purchase separately) and 3 LR44 batteries (included). Each remote runs on 3 AAA batteries (purchase separately). The 3 AA batteries provide approximately 2-3 hours of continuous operation. The 3 LR44 batteries provide approximately 12 hours of continuous operation of the LEDs. For the remote, the 3 AAA batteries provide approximately 8 hours of continuous operation.

Installing Batteries

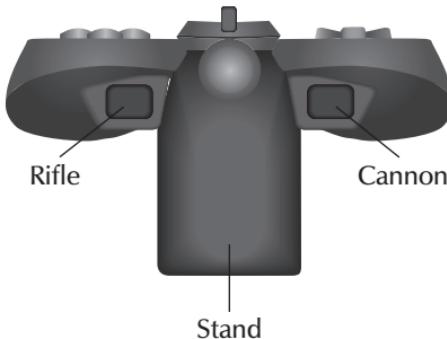
Beast

1. There are two battery compartments located under each Battle Beast. Remove the screw and the battery compartment door from the large battery compartment, using a screwdriver (not included).
2. The large battery compartment will hold 3 AA batteries (purchase separately). Insert the batteries, observing proper +/- polarities.
3. Replace the battery compartment door and the screw.
4. Remove the screw and the battery compartment door from the small battery compartment, using a screwdriver (not included).
5. The small battery compartment will hold the 3 LR44 batteries (included). Insert the batteries, observing proper +/- polarities.
6. Replace the battery compartment door and the screw.

Installing Batteries

Remote Control

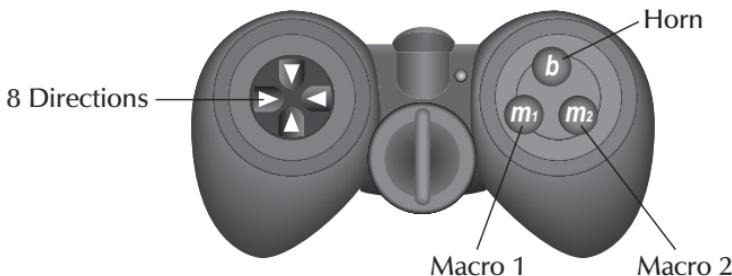
1. The battery compartment is located in the stand. Look for the silver screw.



2. Remove the screw and the battery compartment door, using a screwdriver (not included).
3. Insert 3 AAA batteries (purchase separately), observing proper +/- polarities.
4. Replace the battery compartment door and the screw.

Remote Control

Buttons



HORN: To start combat, slide one Battle Beast's channel switch to “A” and the other Battle Beast's channel switch to “B.” To enter Combat mode, press the **HORN** button.

M1 and **M2:** To restart a new combat session, press both the **M1** and **M2** buttons for 5 seconds.

Remote Control

Auto Off: If a button is not pressed on the remote control within 3 minutes, the remote turns off automatically. If the Battle Beast does not receive a command/signal within 3 minutes, it also turns off automatically. Regardless of whether the Battle Beast is in Combat mode or not, a roaring sound is heard before it turns off.

Note: When the RIFLE and CANNON buttons are pressed at the same time, the Beast will fire the Cannon first. If the Cannon is reloading, then the Beast will fire the Rifle. If both Cannon and Rifle are reloading, the Beast cannot fire.

Macro Mode

When using Macro mode 1, two Battle Beasts are face-to-face. The distance between the front wheels of each Beast is about 12 inches. Press **M1** and the desired direction button for more than 5 seconds, the Beast can finish the corresponding attack route.

When using Macro mode 2, the direction of the two Beasts are the same. The distance between the back wheels of the defending Beast and the front wheel of the attacking Beast is about 12 inches.

Macro Mode

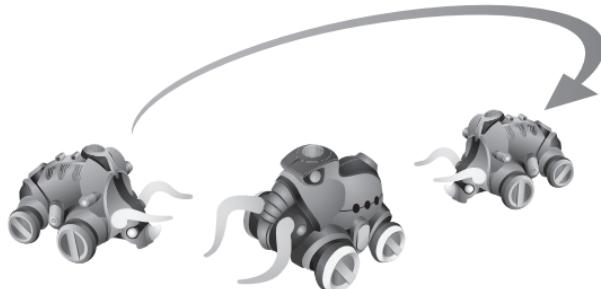
Press **M2** and the desired direction button for more than 5 seconds. The Beast finishes the corresponding attack route.

Because the Beast's motor will be influenced by ground surface, electric current and voltage, etc., there may be a slight inaccuracy in the routes.

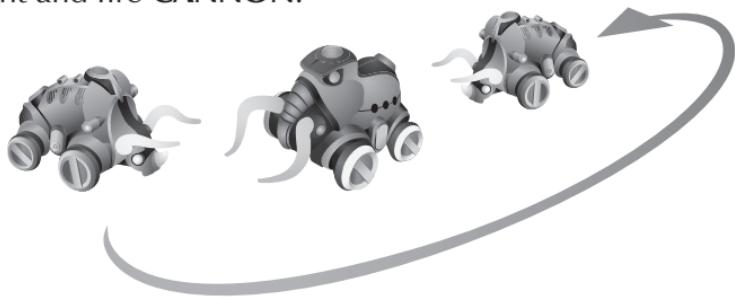
Macro mode 1 and Macro mode 2 cannot respond at the same time. If they are pressed simultaneously, the Beast responds only to the first button pressed. When the Macro mode button is pressed, the artillery fire is automatic and the Beast responds to the CANNON and RIFLE buttons until the Macro mode button is released. However, in this mode, the Beast can respond to the HORN button. Mode 1 (M1) is Attacking mode; Mode 2 (M2) is Defending mode.

Macro Mode

Left direction button + M1: Go to the rear of the opponent from the left and fire **CANNON**.

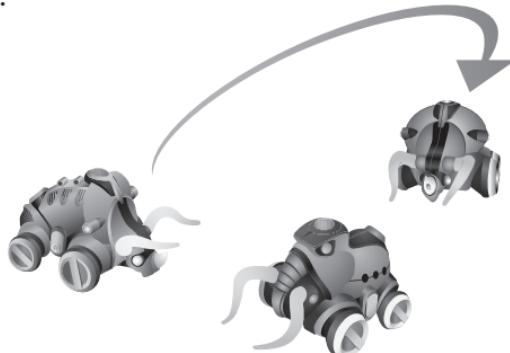


Right direction button + M1: Go the rear of the opponent from the right and fire **CANNON**.

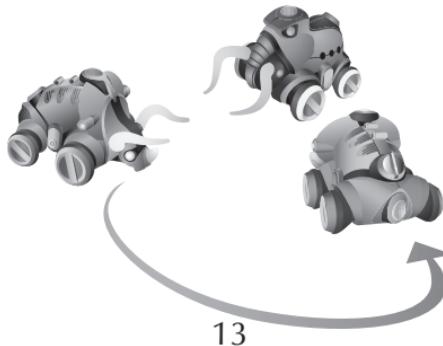


Macro Mode

Up Direction button + M1: Go the side of the opponent from the left and attack.

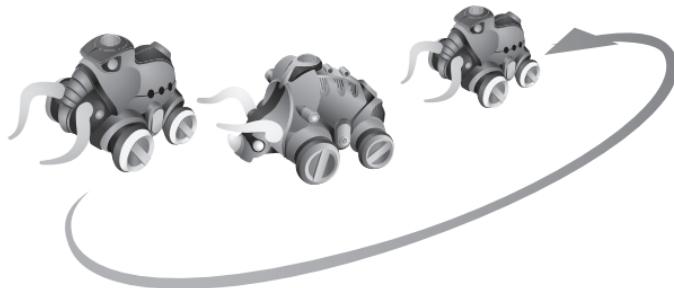


Down button + M1: Go the side of the opponent from the right and attack.

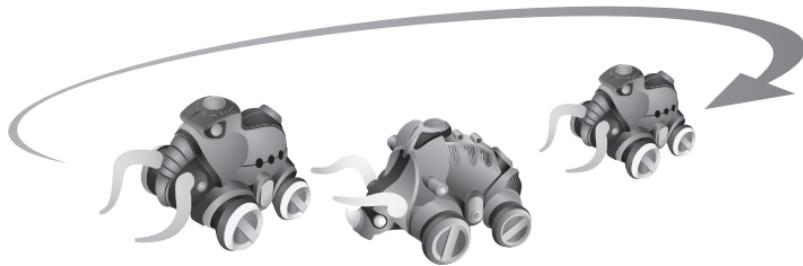


Macro Mode

Left button + M2: Go to the back of the opponent from the left and fire CANNON.

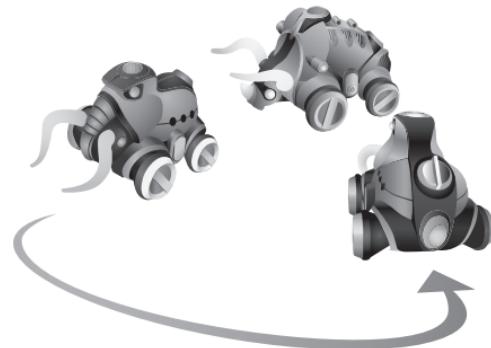


Right button + M2: Go to the back of the opponent from the right and fire CANNON.

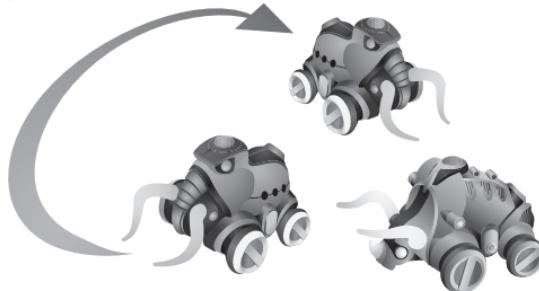


Macro Mode

Up button + M2: Go the side of the opponent from the left and attack.



Down button + M2: Go to the side of the opponent from the right and attack.



Game Rules

Game Rules Table

Life Energy	Directions	Cannon Shots	Cannon Reload Time	Rifle Reload Time	Shield Time	Im-mobile Time	Disarm Time
10	8	40	4 sec.	3 sec.	4 sec.	2 sec.	5 sec.

Description of Weapon Features

Directions: There are a total of 8 directions: Forward; Back; Left; Right; Forward and Left; Forward and Right; Back and Left; and Back and Right.

Reload Time: There is approximately a 4-second reloading time between each Cannon shot; 3 seconds for a Rifle shot. At this time, the left LED on the Beast indicating Cannon, and the right indicating Rifle, will be off for awhile.

Shield Time: After attacking by Cannon, Rifle or body attack, the Beasts cannot be attacked again by any method for 4 seconds. When attacked by Cannon, the Beast adjusts its position so as to avoid a second attack.

Game Rules

Immobile Time: When the Beast is shot by Cannon or Rifle, it cannot move for 2 seconds. However, the Rifle is still active.

Disarm Time: When confronted with a body attack, the Beast cannot use the Rifle for 5 seconds. However, the Beast can still move.

Rules for Victory or Defeat

If your opponent's "Life Energy" points decrease to zero, you and your Beast win the game.

Each successful attack by Cannon, Rifle or Body Attack decreases one "Life Energy" point. Therefore, the Beast loses after 10 successful attacks by its opponent.

The losing Beast emits a beeping sound/alert for 15 seconds. During this period, place the loser behind the winner with the loser's head facing the winner's back. The winner performs a victory dance.

Status Indicators

Dance Indicators

Power On Dance: After powering on your Beast, it plays a dance as detailed below:

Forward → left 45° → right 90° → left 45° → horn for one second → roar.

If the Beast has finished dancing, it plays the Power On sound and enters into a prewar status. When the Beast is performing the dance, the user can press HORN to interrupt the dance. The Beast makes a revved-up-ready-for-battle sound, indicating it is ready to enter Combat status.

Victory Dance: After the Beast wins a battle, it performs a victory dance as detailed below:

Forward → left 180° → forward → right 180° → roar.

Indicator Lights

Each Beast has 3 LEDs: one tricolor LED (red, orange and green) on the top; and one LED on each side of its head.

Status Indicators

Left Eye LED

Cannon	In Combat status, ON means reloaded; OFF means reloading or cannon shots depleted.
Cannon Firing Indication	When firing cannon, it blinks once every 0.2 seconds.
Channel Indication	After the Power On Dance, a blinking LED means channel A is selected before entering Combat status.

Right Eye LED

Rifle	In Combat status, ON means reloaded; OFF means reloading.
Rifle Firing Indication	When firing rifle, it blinks once every 0.2 seconds.
Channel Indication	After the Power On Dance, a blinking LED means channel B is selected before entering Combat status.

Status Indicators

Top LED

Precombat Status Indication	Between power on and combat status, green LED blinks 3 times, then the orange LED blinks 3 times.
Life Energy Indication in Combat Status	The color of LED indicated the life energy of the Beast as detailed below: Life Energy 6-10: Green Life Energy 2-5: Orange Life Energy 1: Red
Attacked by Cannon	In combat status, when attacked by cannon, red LED flashes once, then it'll be on for 0.8 seconds. It returns to Life Energy Indication status.
Attacked by Rifle	In combat status, when attacked by rifle, red LED flashes once, then it'll be on for 0.6 seconds. It returns to Life Energy Indication status.

Status Indicators

Attacked by Opponent Body	When attacked by opponent body, red LED flashes 3 times, then it'll be on for 0.6 seconds. It'll return to Life Energy Indication status.
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Sound Indicators

On: Power on as well as entering Sleep mode.

Battle: Entering combat status.

Rifle: A firing rifle.

Cannon: A firing cannon.

Attacked: A Beast is being attacked. The attack includes rifle, cannon and body attack.

Lose: A Beast has lost a battle. The sound lasts approximately 15 seconds.

Win: A Beast has won a battle.

Statement of FCC Compliance

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Statement of FCC Compliance

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for assistance.

FCC Label Compliance Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



This product has been tested to the relevant standards and complies with the requirements of the applicable EU directives.

Warranty

What Is Covered

This warranty covers any defects in materials or workmanship, with the exceptions stated below.

How Long Coverage Lasts

This warranty runs for 90 days from the date of original purchase.

What Is Not Covered

This warranty does not cover damage caused by misuse or use other than as intended and described in the product instruction manual, or loss or damage to batteries or removable parts.

What The Sharper Image Will Do

The Sharper Image will repair any defects in materials or workmanship. In the event repair is not possible, The Sharper Image will either replace this product with one of similar features and price, or refund the full purchase price of the product, whichever you prefer.

How to Obtain Service

Return the product and receipt, along with a brief explanation of the problem, to:

**T.S.I. - Returns Department
2901-A West 60th Street
Little Rock, AR 72209**

If you have questions please feel free to contact our customer service representatives at 1-800-344-5555 or by email at care@web.sharperimage.com.

This warranty gives you specific legal rights, and you may have other legal rights that vary from state to state.

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Shop online: **www.sharperimage.com**

Due to continuing improvements, actual product may differ slightly from the product described herein.

V1 06/05